SkeeterSoft's National Pastime III Simulated Baseball Game

File Save/Import Game

The following game has just been completed. After clicking the OK Button you have a choice of saving the game to a file. If you choose not to save the game to a file the game's data is lost. It's the same concept as creating a Word document or an Excel spreadsheet. If you don't issue a File Save command any work done on those documents is lost. Saving the completed game to a physical file is necessary if you want to preserve the game and it's a required step if you want to make the game part of a replay. Because a completed game is saved to a file does not mean it was included in your replay. For a saved game to be part of a replay the game must be imported into the season database. This is a two-step process. Step 1 – saving the game to a physical file. Step 2 – clicking the Import Game to Database Button (on the Box Score Tab). If you don't import the game then the game's data is saved and can be opened at a later time. You can print out a Box Score; view the Game log, etc. This gives you the ability to play a game outside of a replay. If the decision to import a game is made you can always remove a game from a replay or import a game that was not initially imported.

A game can be saved at any time. It is not necessary to wait until the game is completed. An uncompleted game that is saved can be returned to and continued. Again the Word/Excel analogy; you start writing a letter or start creating a spreadsheet; you save the document and come back at a later time to finish the letter or spreadsheet.

In this example the game has been completed and you're saving the game for the first time. From the File menu select the Save As menu item. Note; the Save command is not available until you save the game for the first time.
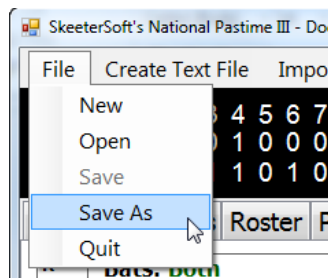

A file name is provided for you.
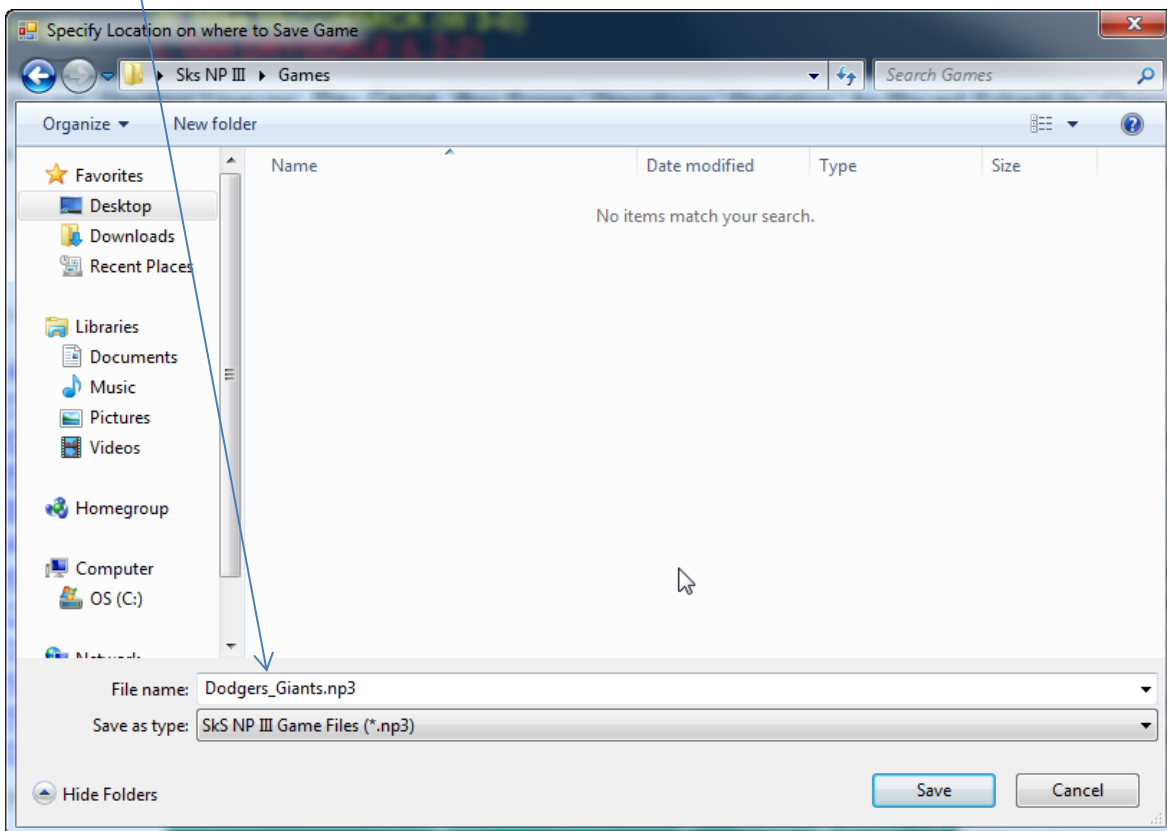
However the suggested file name can be changed and it should be changed as follows:

Folders created under the Windows operating system can be sorted (by File Name, Date created, etc.). When viewing a Game folder that contains many games the file naming convention is important. It should be consistent and should allow for sorting of files in a meaningful way. If you're conducting a replay there should be a little planning before deciding a file naming convention. As an example, if you're planning an American League only replay for the 1961 season, you would first want to know how many games you will be playing? In this case using the as played schedule the amount of games would be 811. Therefore you would use a 3 digit prefix with leading zeros. Game 1 would be 001 with an underscore followed by the 2 teams that played. Using the suggested file name I'm going to add to the beginning of the suggested name the following 001_.
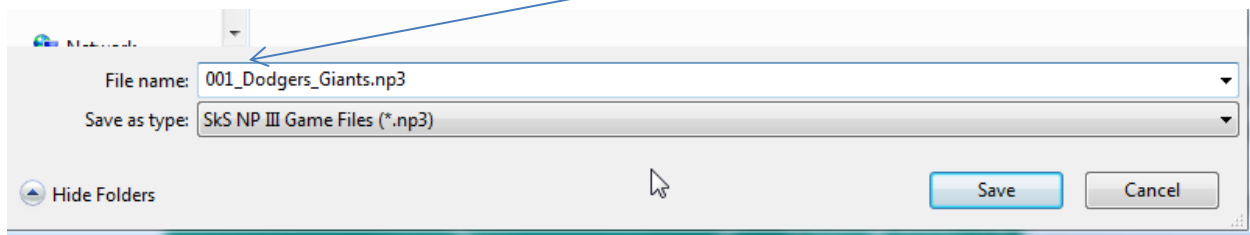
If you were not conducting a replay or if you did not want this game to be part of a replay (the game between the Dodgers and Giants was played for fun) then a file name such as ***Dodgers_Giants_with_Dad.np3*** may be more appropriate.

When a completed Game is saved to a file and there were Relief pitchers used, the following Dialog Box will appear.

(The image appears on the following page)
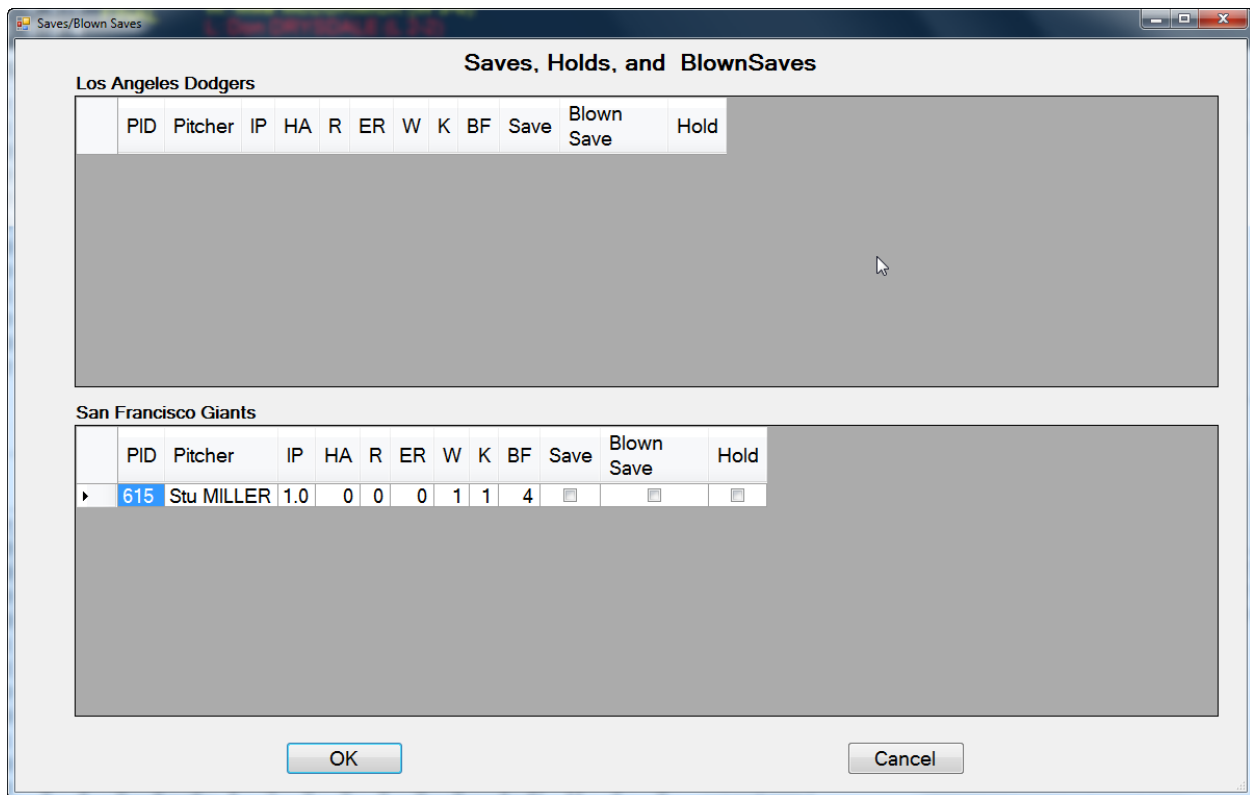
Because the save, blown save, and hold pitching categories has changed from year to year this dialog box is filled out by the gamer. The NP III app does **NOT** calculate Saves, Blown Saves, or Holds. If you don't want to keep these stats just click the cancel button. If you're not sure if a pitcher should get credit you can always come back to the game in question and complete this dialog box. This can be accomplished by opening the game, going to the Box Score tab, and clicking the Saves/Blown Saves button.

After you click the Ok button or the Cancel button the following dialog is displayed.

(The image is on the following page)
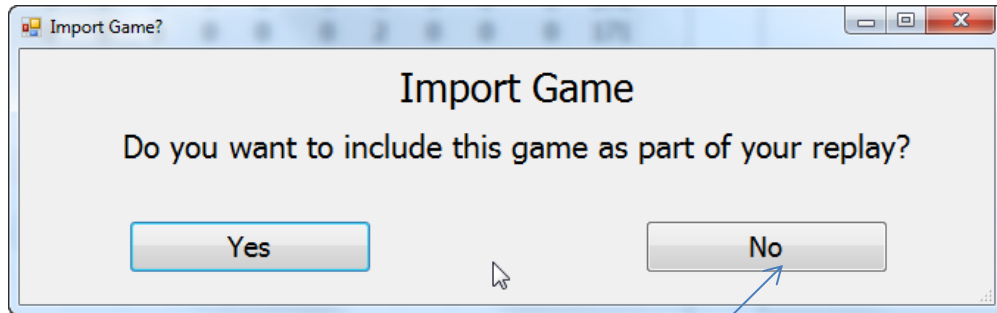
If you answer Yes, all of the stats from the game are now part of your replay. If you answer No, the stats from the game are not part of your replay. It's important to understand if you answer No, the game can always be imported at a later time and conversely if you had answered Yes, a game can always be removed from a replay.
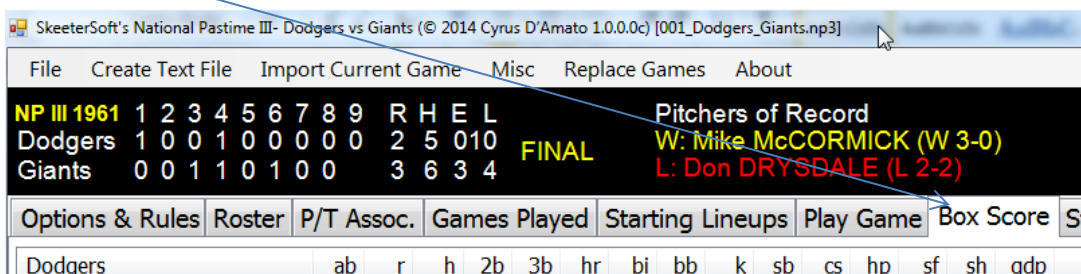
If you were to answer No in the above Dialog Box (Import Game) and want to import the game at a later time; Open the game by selecting it from the File Open Menu
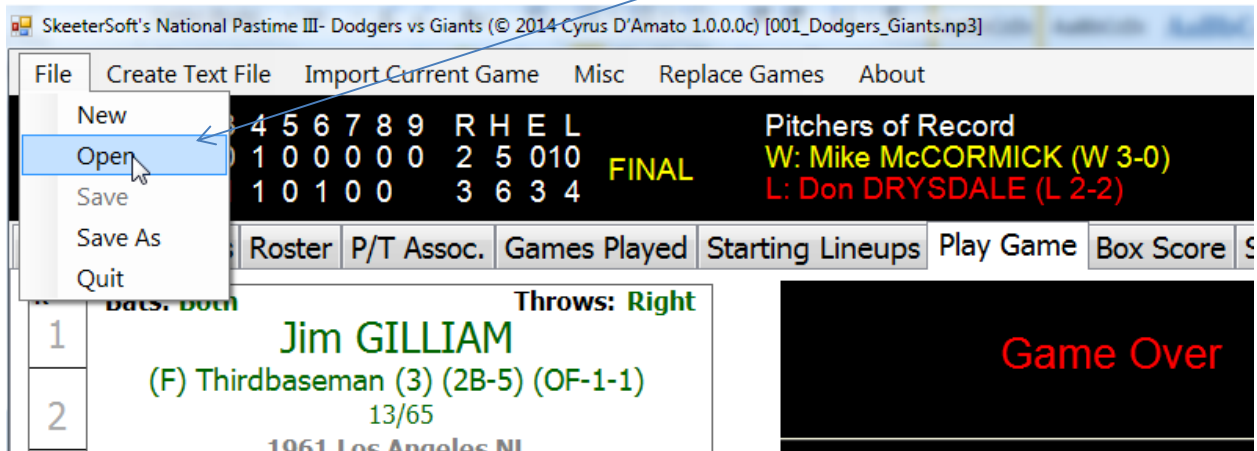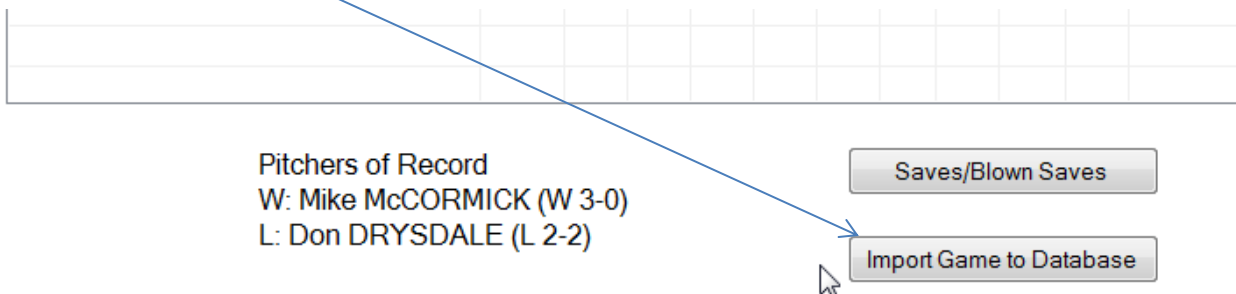
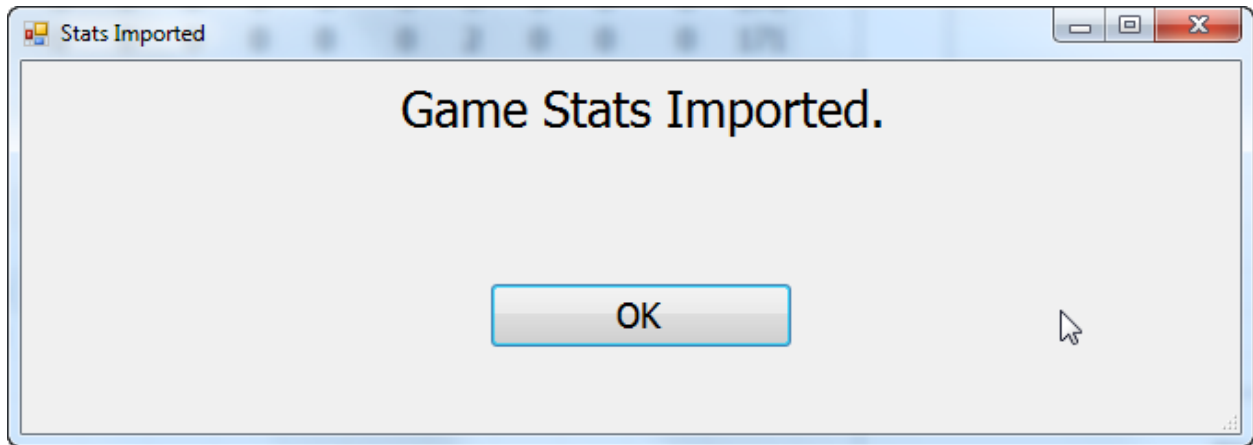Select the Game from available saved games and click the Open button
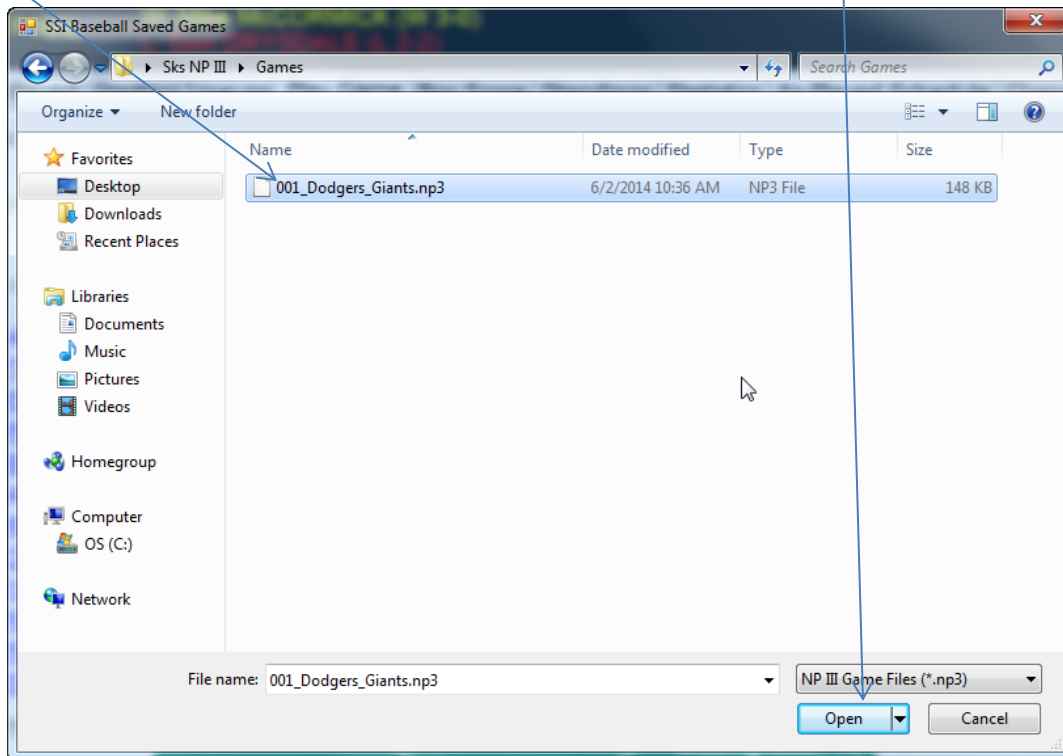
Click the Box Score Tab

Click on the Import Game to Database

The following Confirmation Dialog Box appears.

To recap, save a game to a file, if the saved game is to be part of a replay import the game. Saving a game preserves the game. To include the stats from a saved game import it into the database.